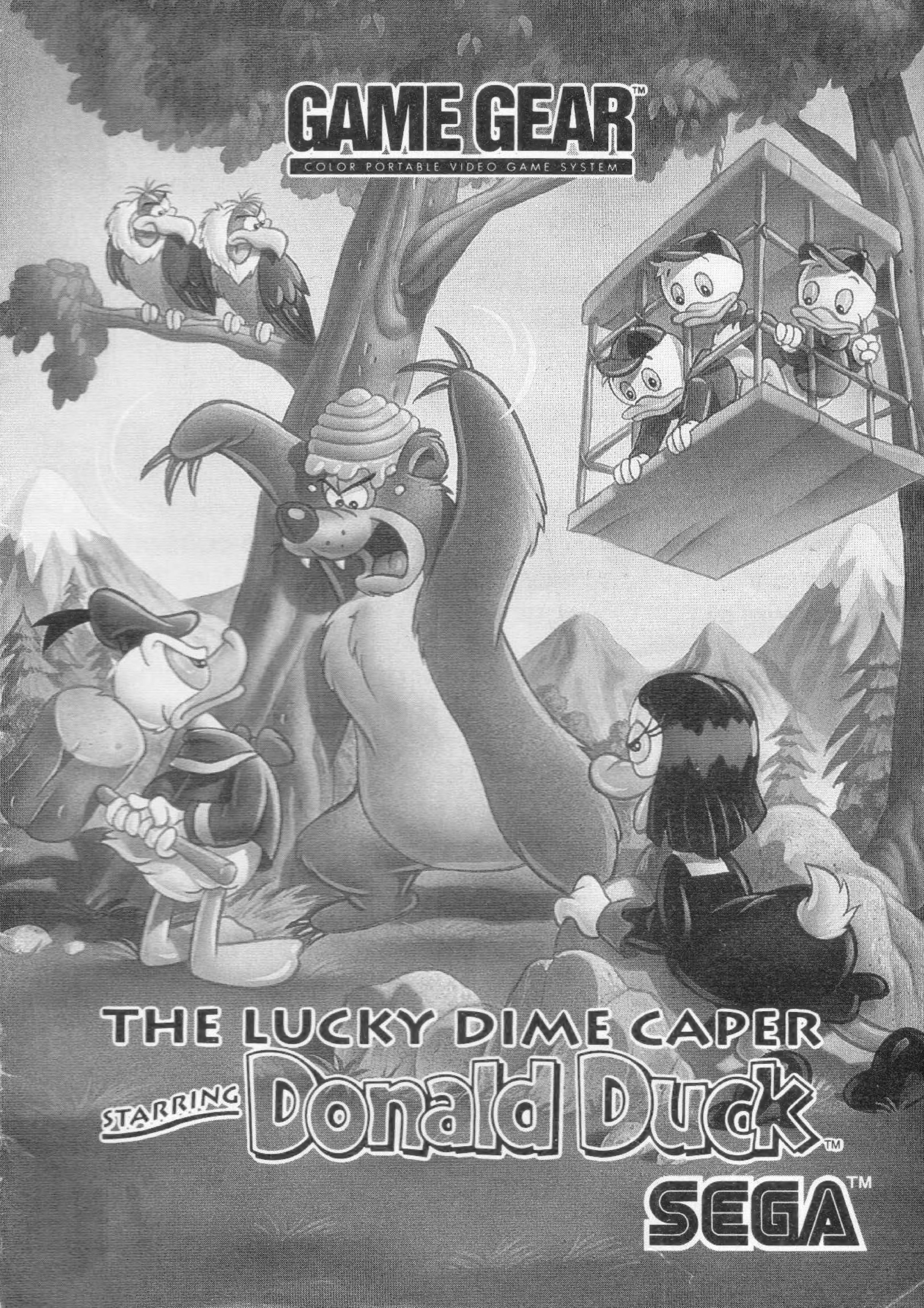


GAME GEARTM
COLOR PORTABLE VIDEO GAME SYSTEM



THE LUCKY DIME CAPER
Starring Donald DuckTM

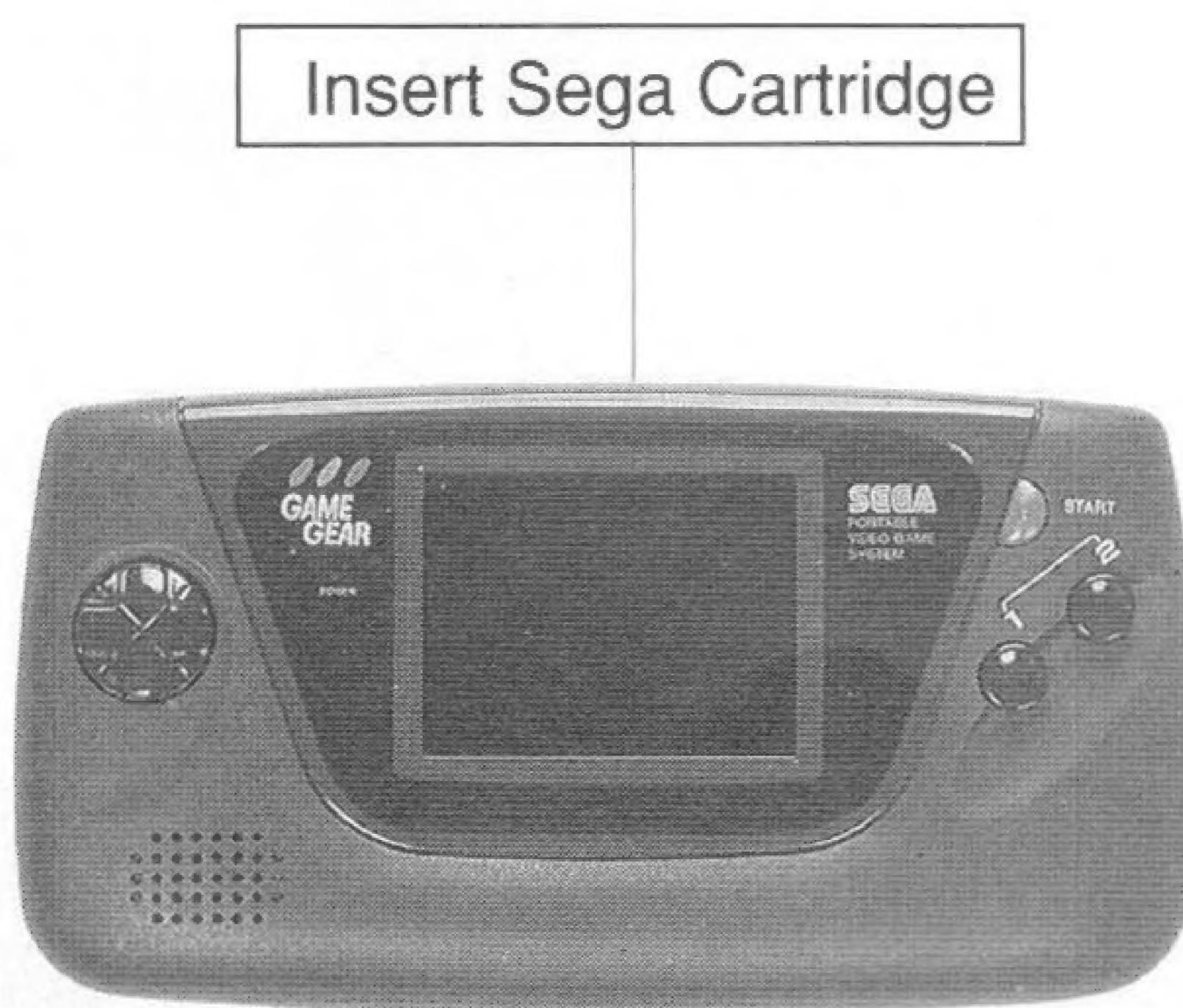
SEGATM

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert *The Lucky Dime Caper* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, *The Lucky Dime Caper* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

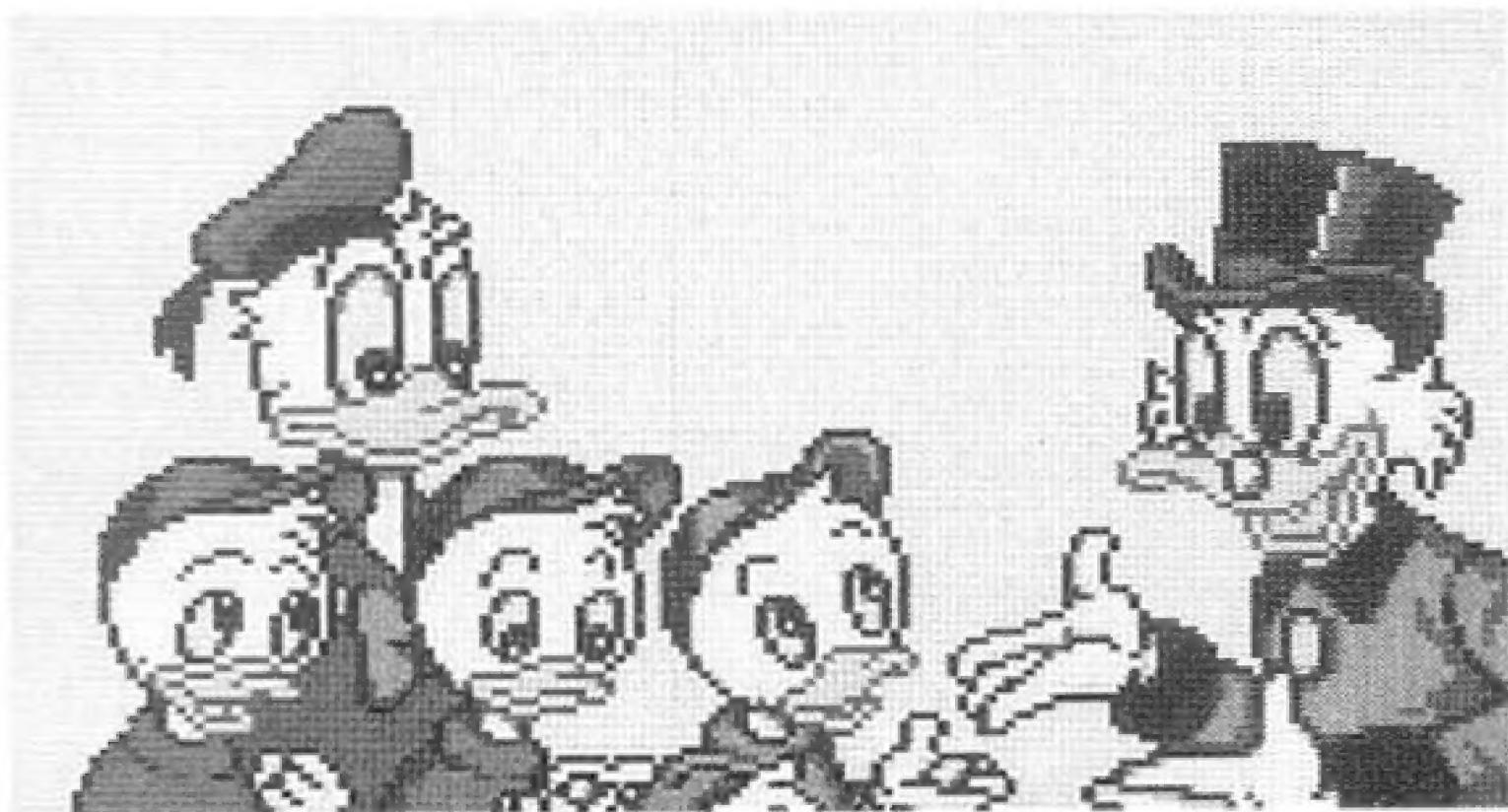
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *The Lucky Dime Caper* is for one player only.



The Search is On!

Get ready for the scariest adventure ever! Oh, but first, find out how it all began at a birthday party. . .



"Huey, Dewey, Louie, I have a special birthday present for each of you. It's a Lucky Dime!" says Uncle Scrooge as he hands Huey, Dewey and Louie their presents.

"But why three dimes? Why not some toys?" asks Huey.

The billionaire turns to Huey and replies, "Did I ever tell you that I started with only a dime, my Lucky Dime? Look how wealthy I am now!"

A few hours pass. It's time for Donald and his nephews to say goodbye to Uncle Scrooge.

Suddenly, three ravens descend, grab Huey, Dewey and Louie, along with their Lucky Dimes, and disappear into thin air.

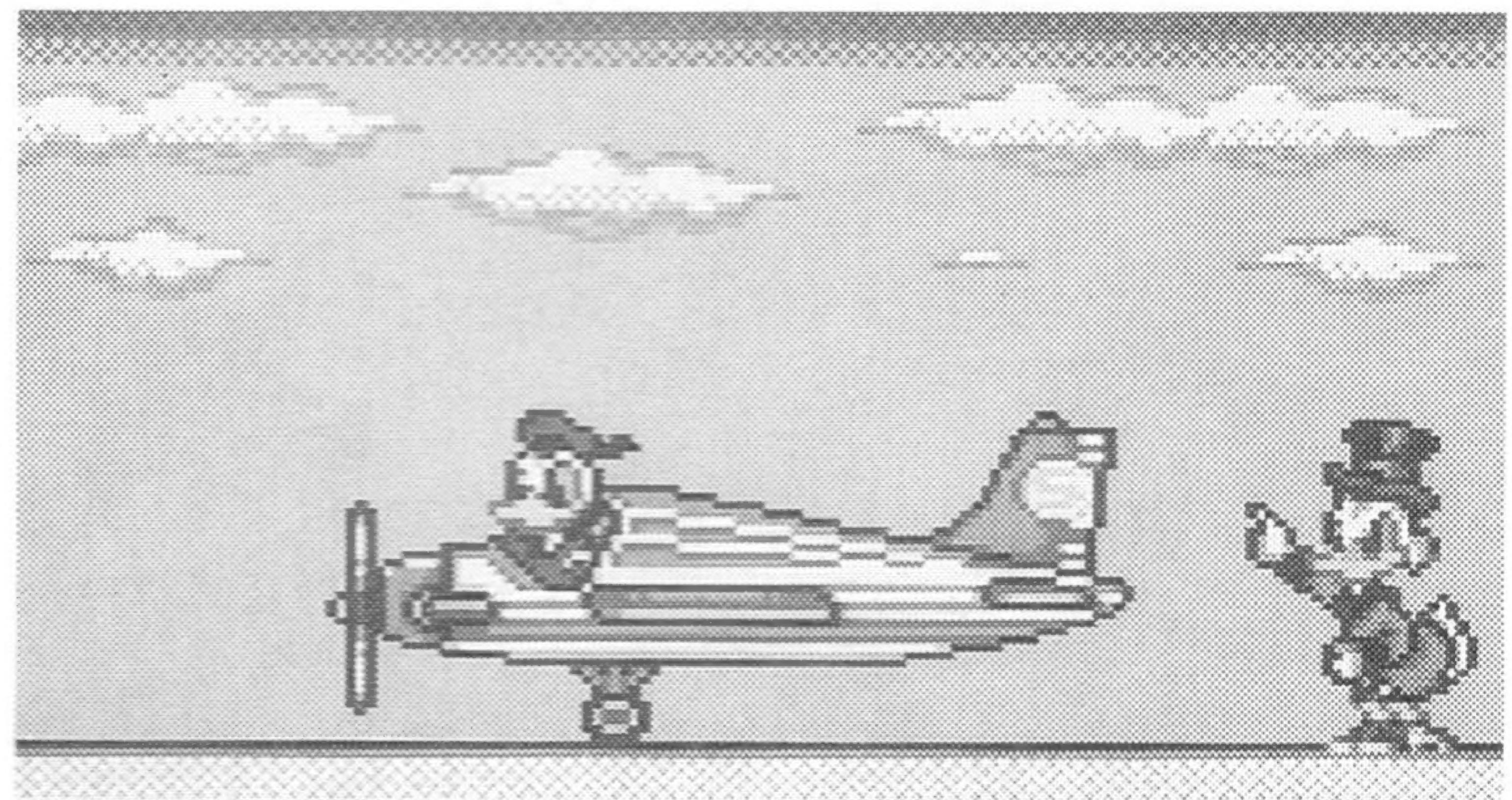
While Donald and Uncle Scrooge freeze in their shoes, overwhelmed by what has taken place in front of their eyes, a dark figure descends and snatches the Lucky Dime from Uncle Scrooge! It's Magica De Spell, the evil sorceress!



It's Magica De Spell, the evil sorceress!

"Hee, hee, heee!" shrieks Magica. "Scrooge's Lucky Dimes are mine, at last! I'll use them to become the richest person in the world!" Then she vanishes.

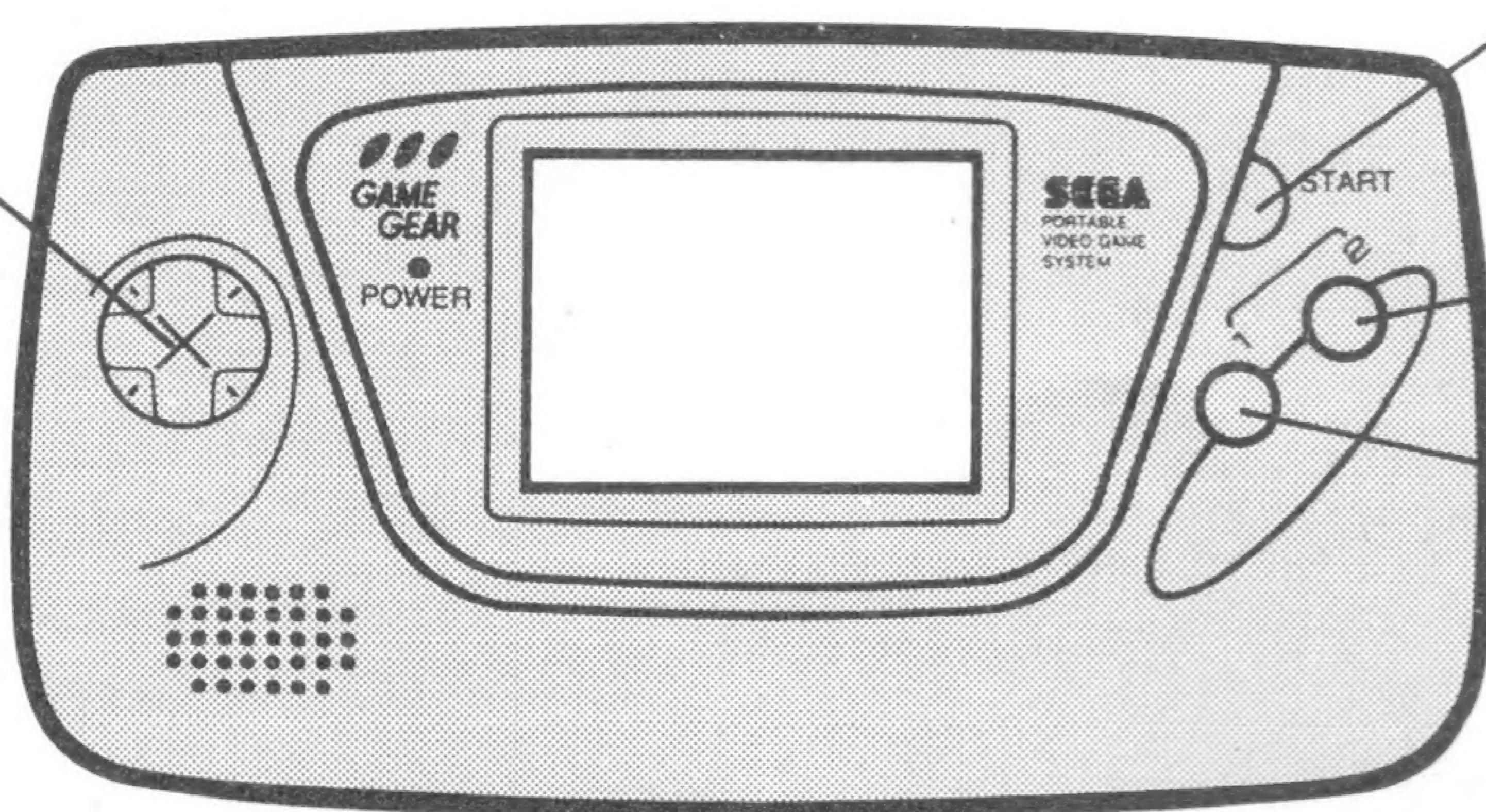
Uncle Scrooge is worried to death – about the boys and his dimes – he's even promising Donald a reward for their safe return. Join Donald and search for the captured nephews and the Lucky Dimes. Pick up useful gadgets and items along the way as you tackle oncoming baddies in six treacherous lands. Then enter Magica's haunted castle, where you'll come face to face with the evil sorceress herself! She has the last dime – Uncle Scrooge's old Number One. Only Donald and you can win it back! Good luck!



Take Control!

To help Donald get back the Lucky Dimes and rescue his three nephews, learn how to use the Control Pad before you start playing.

Directional Button
(D-Button)



Start Button

Button 2

Button 1

Directional Button (D-Button)

- Press up or down to move the arrow from one selection to another on the Stage Select screen.
- Press left or right to move Donald.
- Press up to get Donald through a door.
- Press down to make Donald “duck.”

Start Button

- At the Story screens, press to skip to the Title screen.
- Press at the Title screen to start the game.
- Press to pause the game; press again to resume play.

Button 1

- Press to continue from the Stage Select screen.
- Press to make Donald swing a Hammer or throw Flying Disks (if he has either one). If you press Button 1 while holding the D-Button up, Donald will throw the Flying Disks up.

Button 2

- Press to continue from the Stage Select screen.
- Press to make Donald jump. (Donald can attack baddies by jumping on them, too.)
- Press repeatedly to keep Donald afloat.

Getting Started

Read the story screens to find out how Magica De Spell stole the Lucky Dimes and captured Huey, Dewey and Louie. (Or press Start to skip the screens.) At the Title screen, press Start to see the Stage Select screen.

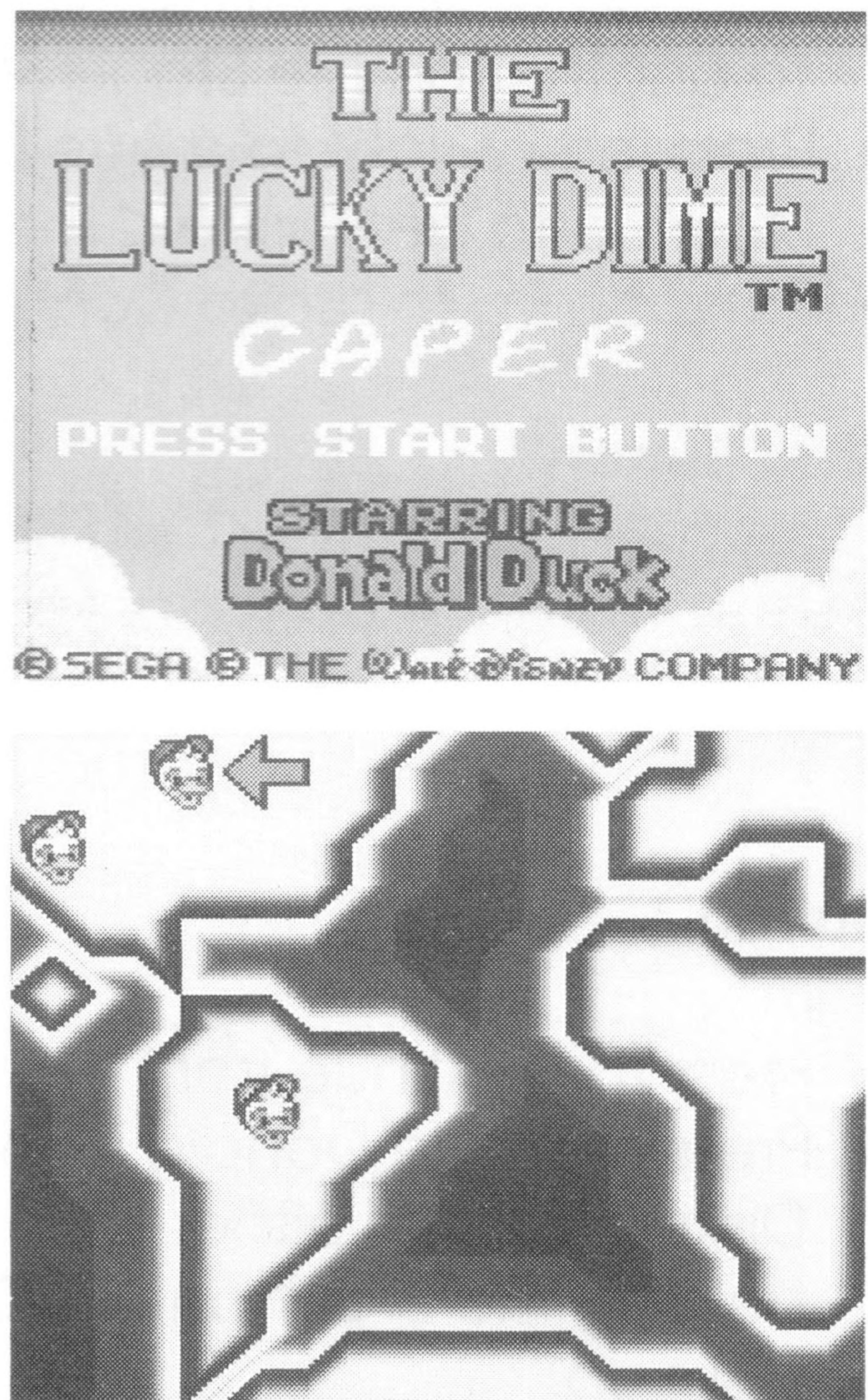
The Stage Select screen is a map that shows Donald and you where the captured nephews and the Lucky Dimes are. (The map for the stolen Lucky Dimes won't appear until Donald rescues all three of his nephews.) Press the D-Button up or down to move the arrow to where you want to go, then press Button 1 or 2.

Before you begin each stage, the Status screen appears. This screen shows you the following information:

1. Stage number

2. The number of players left

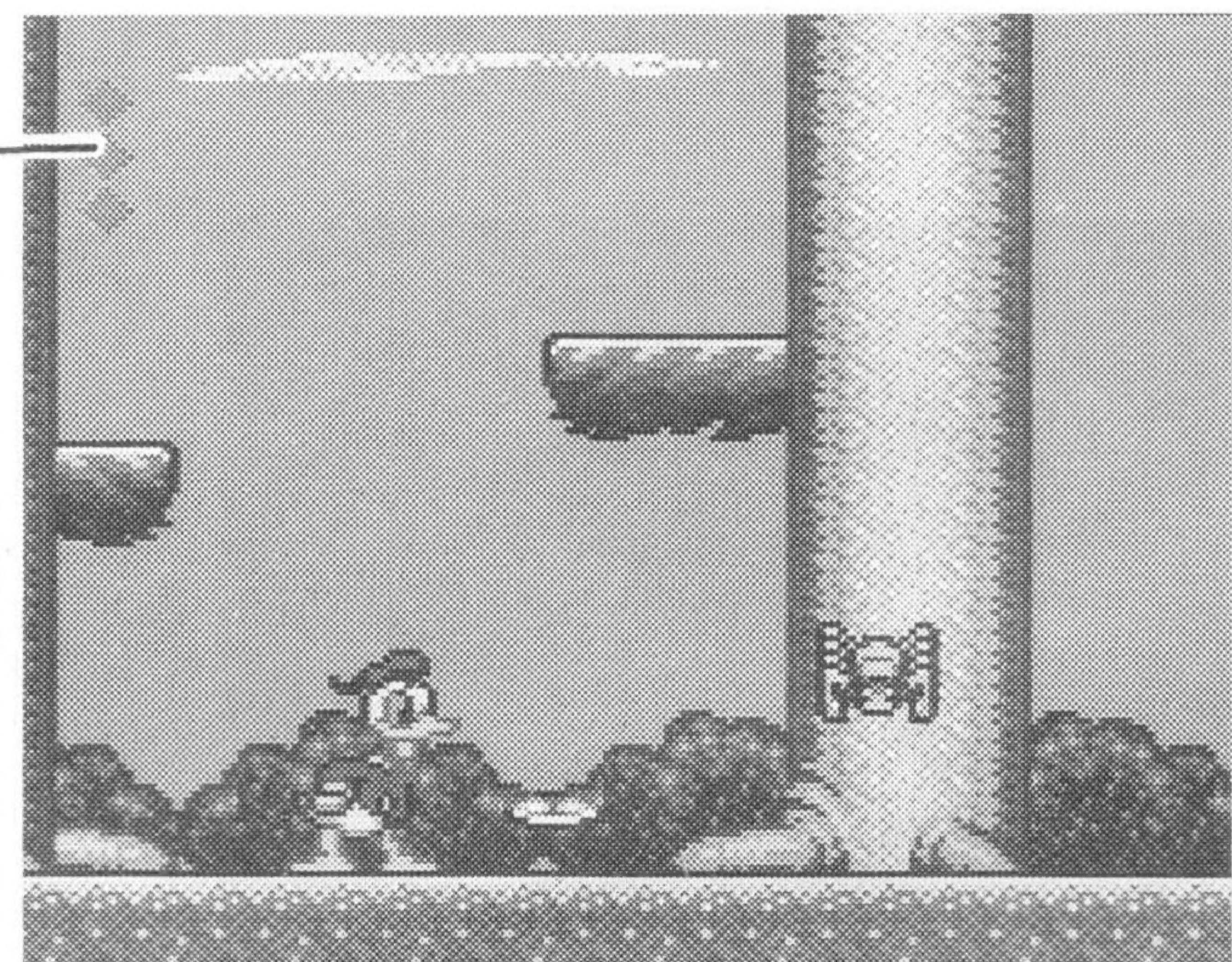
3. Your score



Will Donald Make It?

As you play the game, keep your eye on the upper left corner of the screen. The diamond shapes show how many extra lives Donald has left. Every time Donald is hurt, he loses a life. Picking up a Star gives Donald life. (See Stars under *Donald's Items* on page 9.)

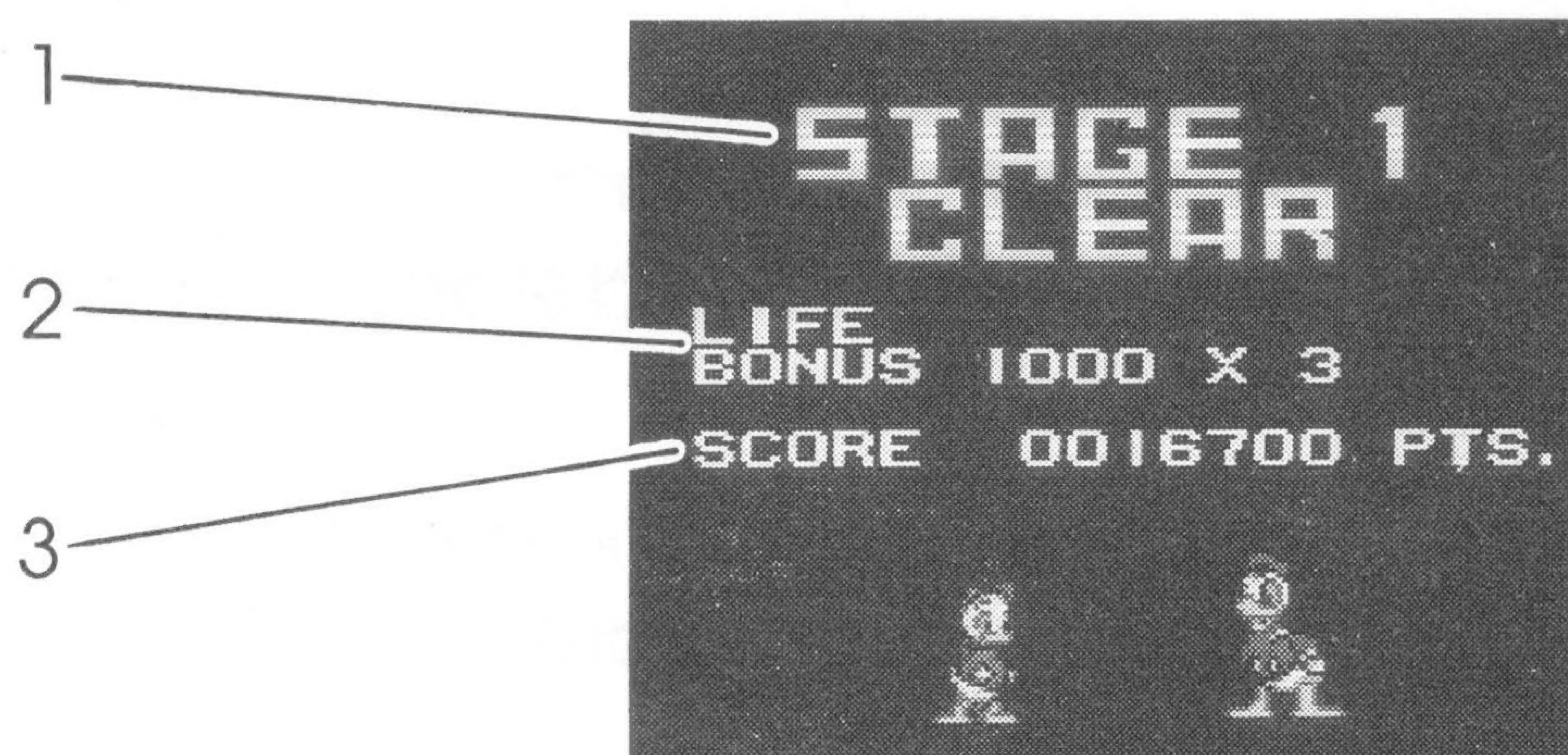
Donald's Extra Lives



Note: You start off a new stage with only one extra life regardless of how many Stars you have picked up in the previous stage.

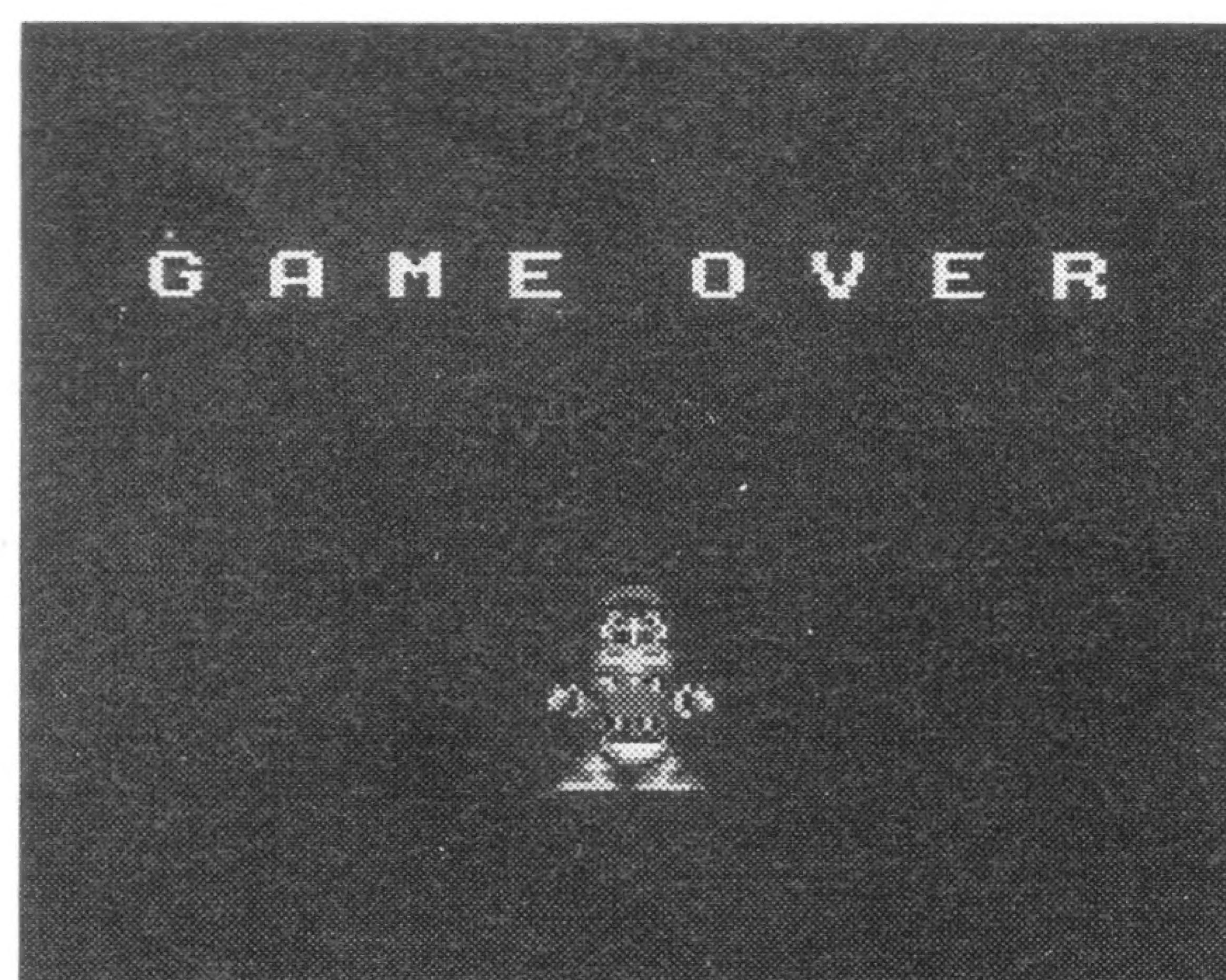
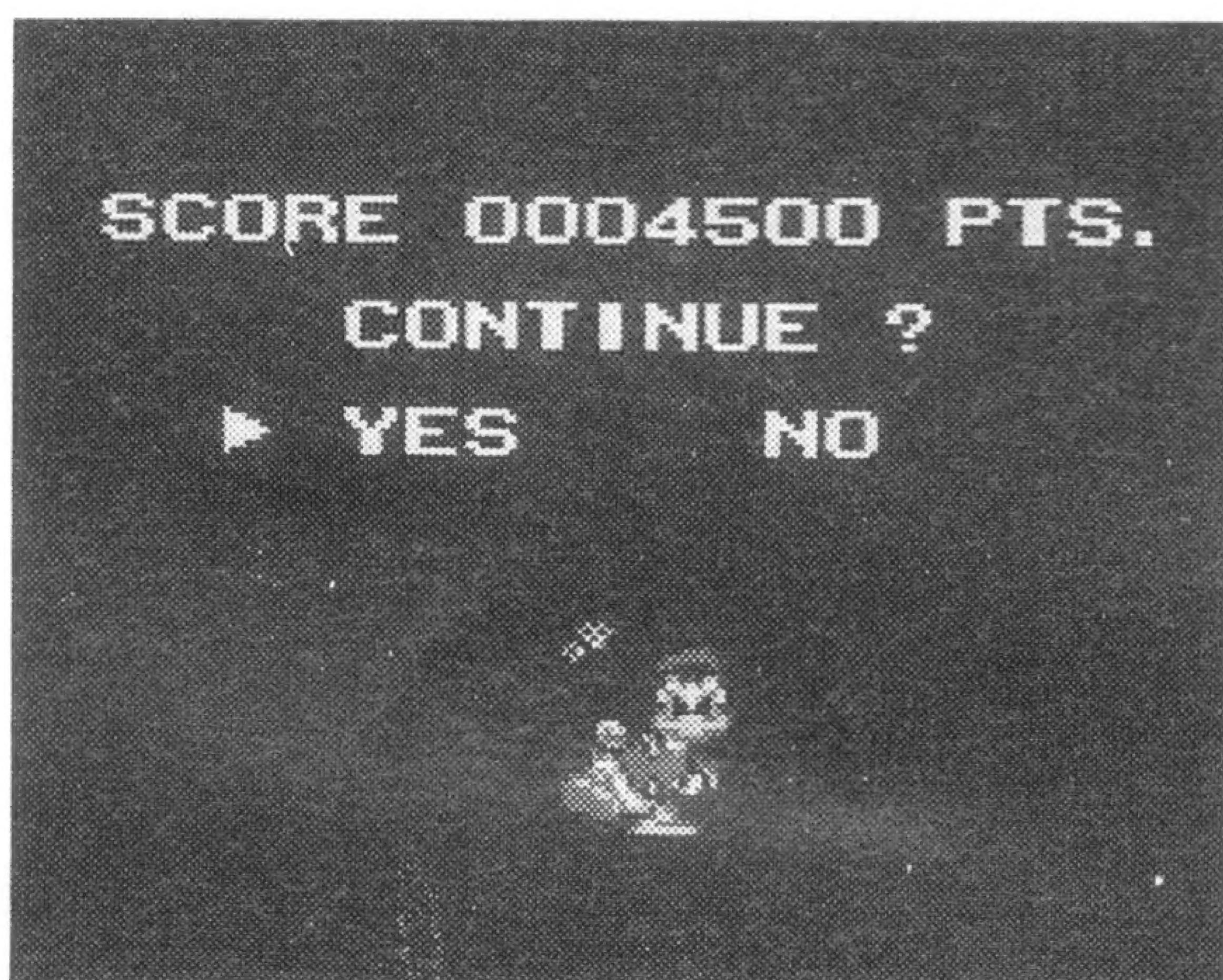
When you clear a stage, the Stage Clear screen appears. This screen shows you the following information:

1. Stage number
2. Life Bonus: The number of lives you have left when you clear a stage multiplied by 1,000 is added to your score.
3. Your score



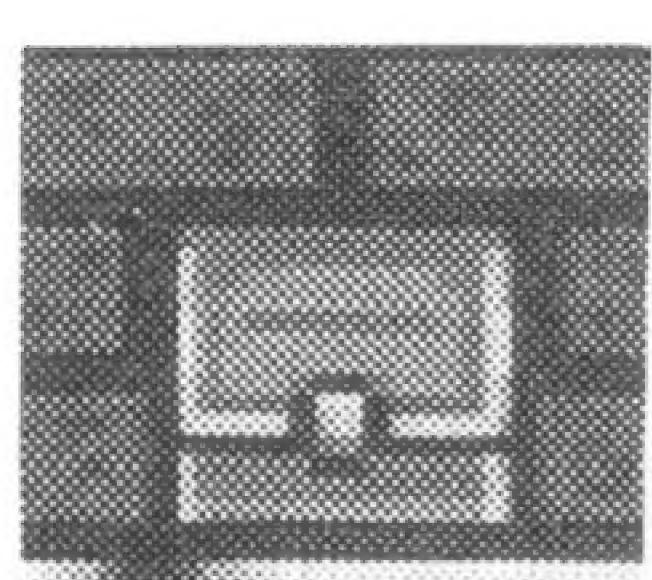
End of Game and Continue Game

If Donald is hurt when he has no extra lives left or falls to the bottom of the screen, you lose one player. When you lose all your players, the “Continue?” screen appears. If you wish to continue, press Button 1 or 2. You can play the same stage or a different one. To end the game, press the D-Button to move the arrow to “No” and press Button 1 or 2. The Game Over screen appears.

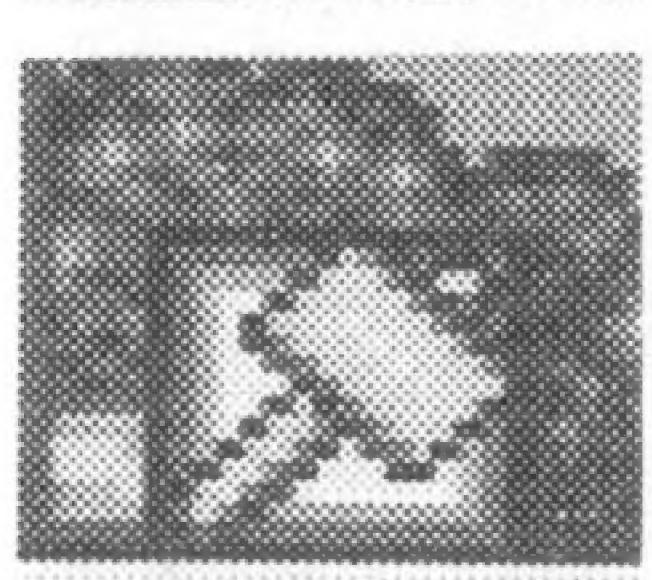


Donald's Items

Some items can be found along the way and others appear when Donald destroys certain baddies. Donald can pick up items by running over them or jumping on them.



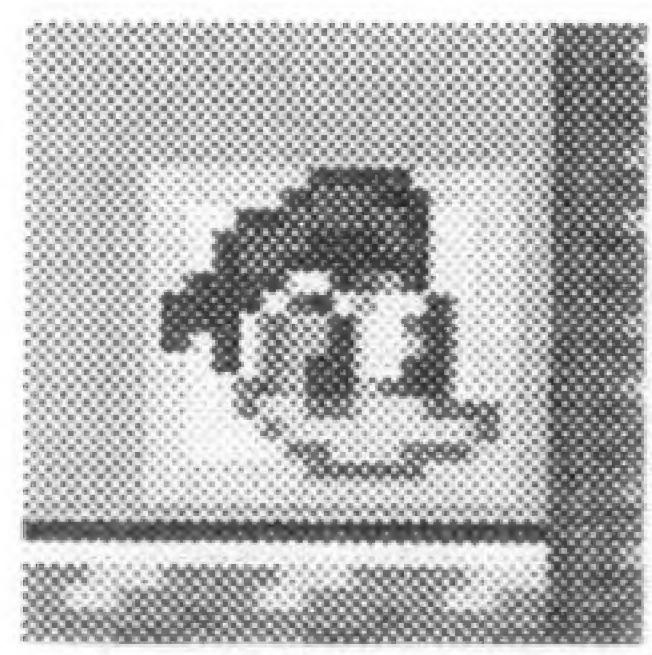
Treasure Boxes: These also hold items. Break them open!



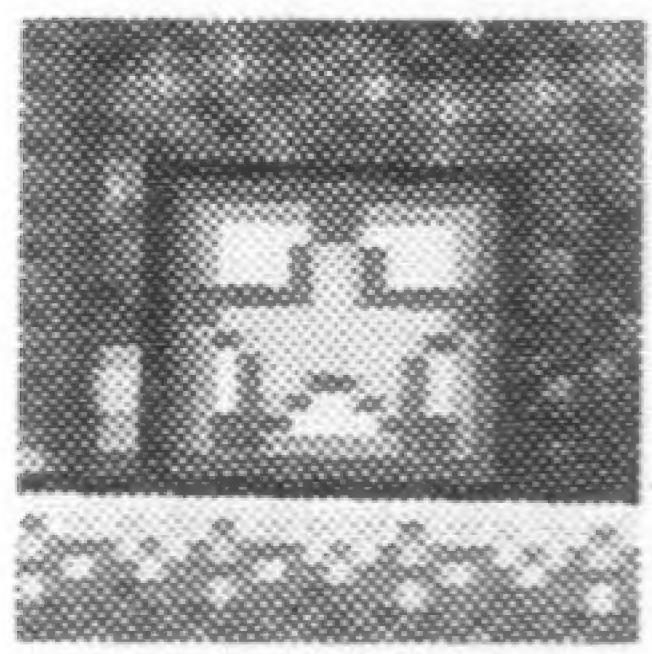
Hammer: Donald starts his quest with this device.



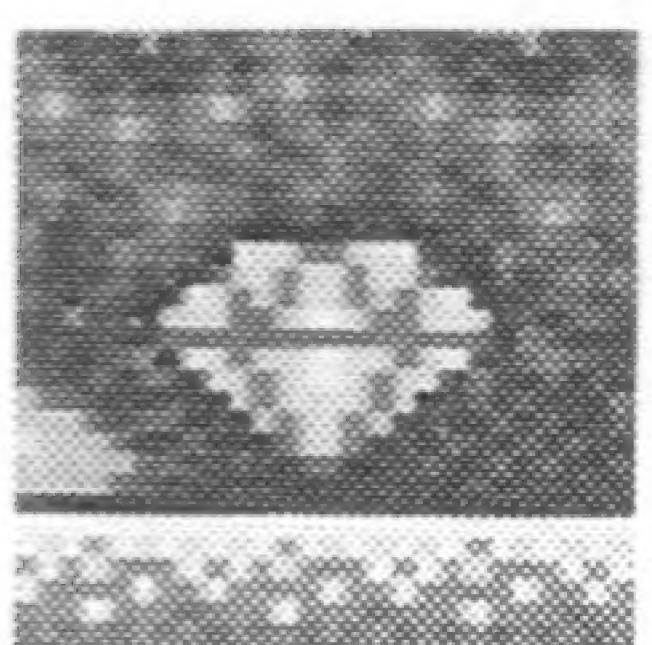
Flying Disks: Donald can throw them and attack baddies from a distance.



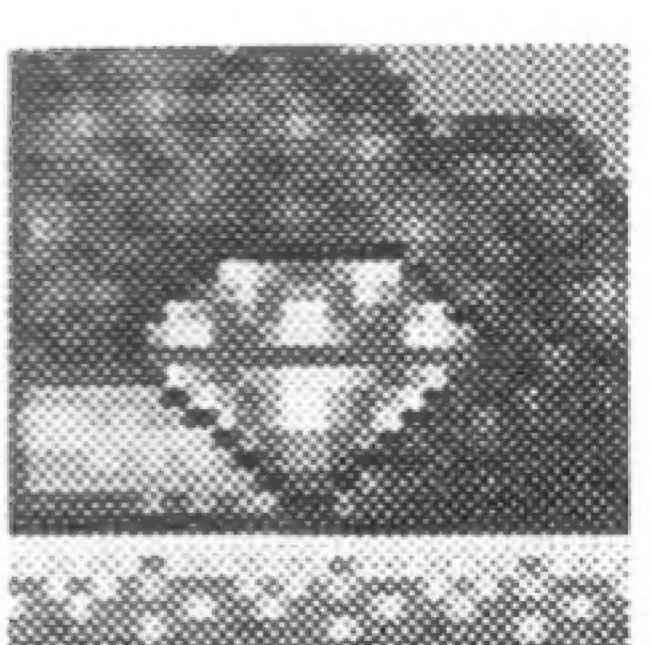
1Up: This gives you an extra player.



Stars: Grabbing one of these gives Donald an extra life. Donald can carry up to three extra lives. After that, for each additional Star Donald picks up, you'll earn 500 points.



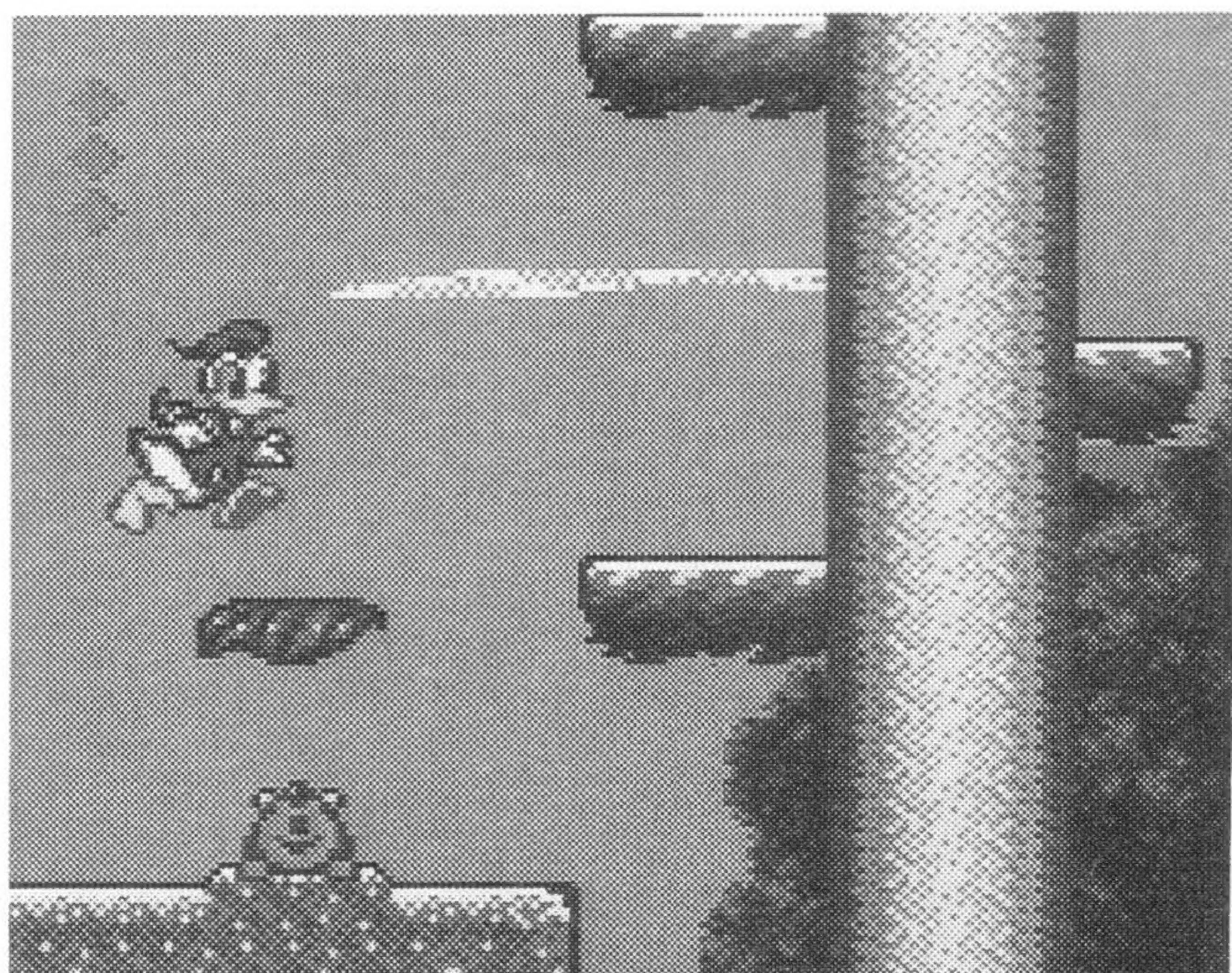
Small Gems (Yellow): These add 500 points to your score.



Large Gems (Blue): These add 1,000 points to your score.

Donald's Dangerous Adventures

To save his nephews and reclaim the Lucky Dimes, Donald journeys through six thrilling stages. In the final stage, Donald confronts wicked Magica De Spell in her creepy castle!

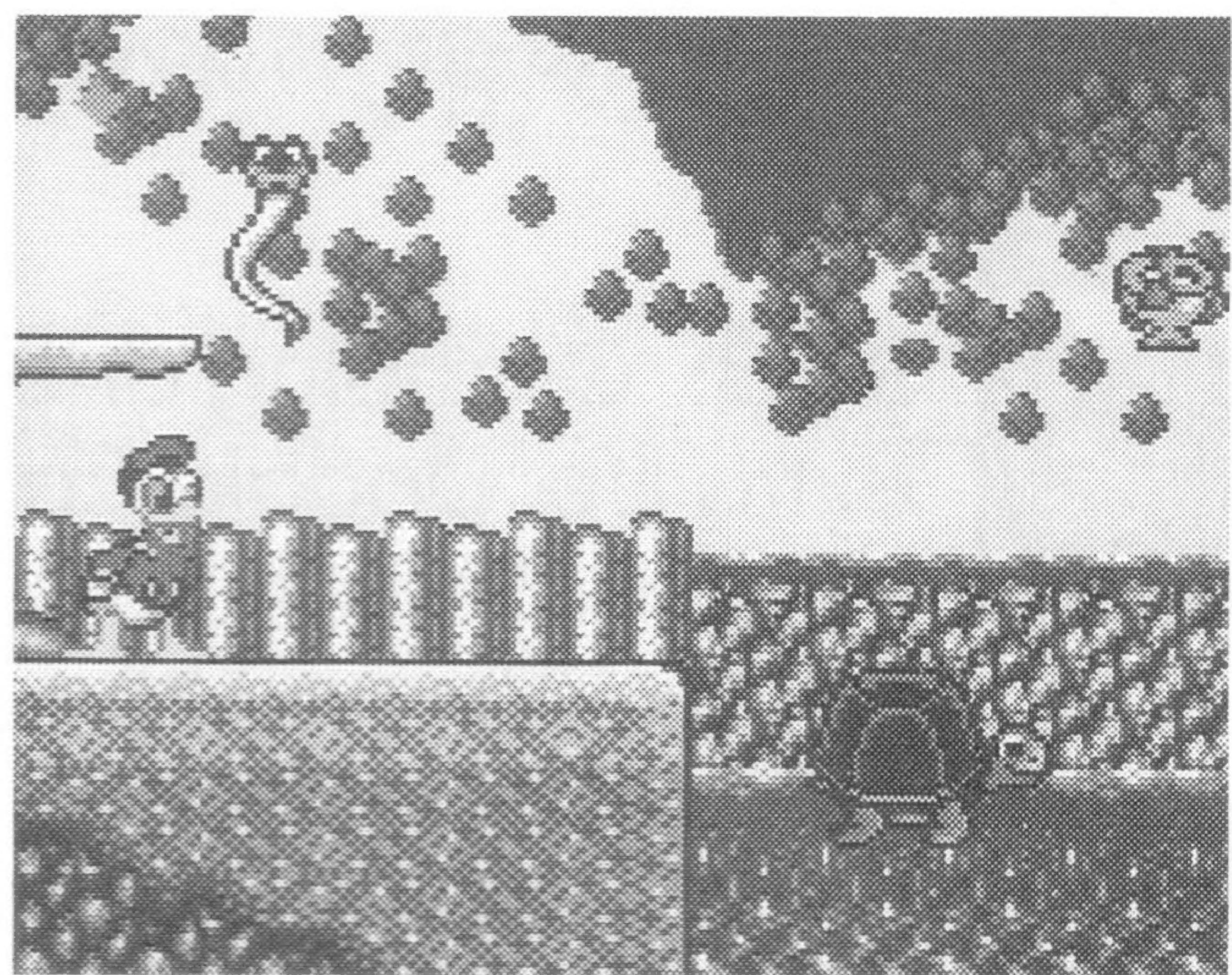


The Northern Woods

Venture into the wilderness where mushrooms hop and spiders crawl. Keep in mind that busy beavers are mean and buzzing bees sting. The branches are slippery, so watch your step!

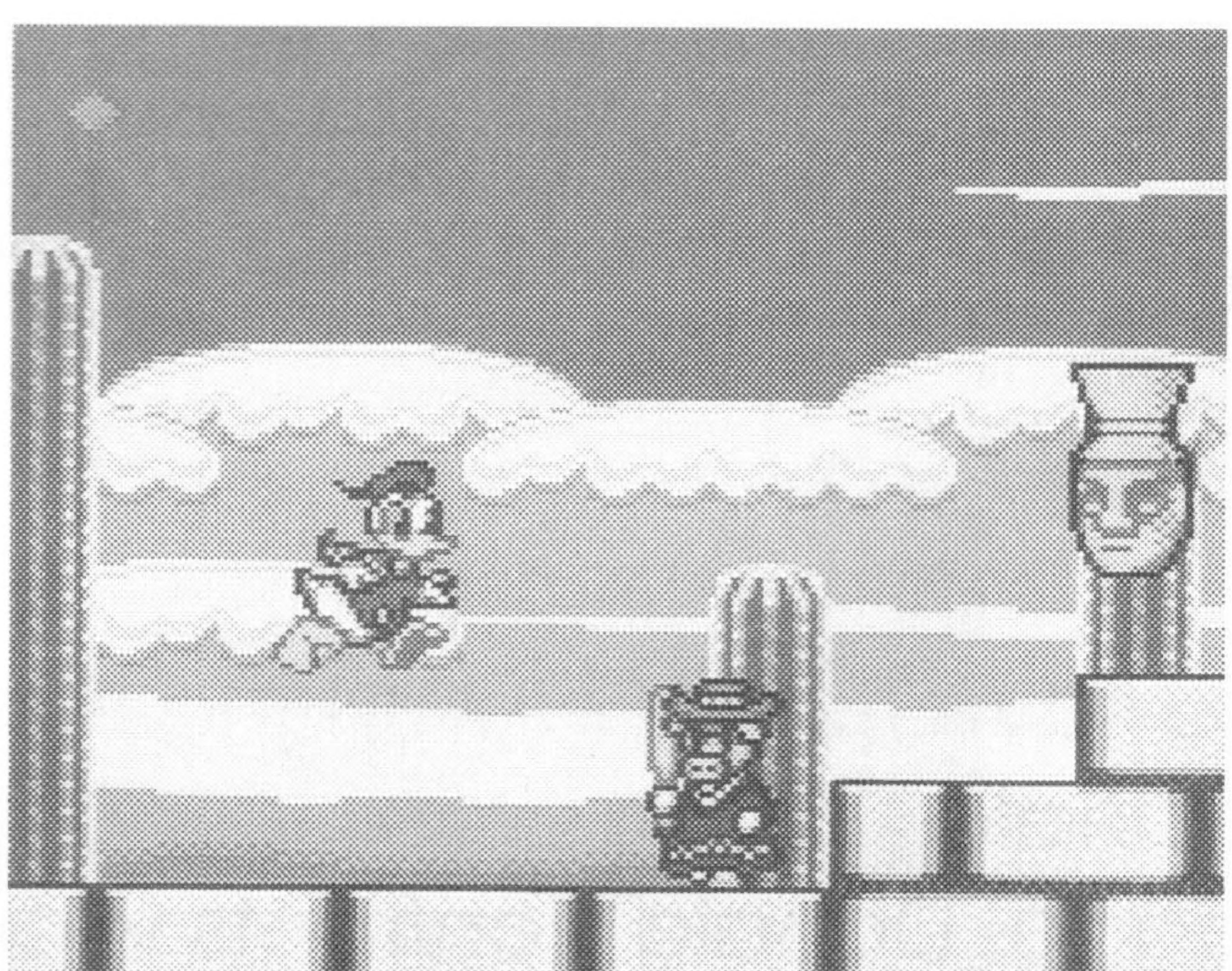
The Great American Forest

Carefully leap across gushing waters – one false step and you're food for the snapping, wild fish! Hop on green turtles and jump on snakes! Get ready for a wet and wild trek!



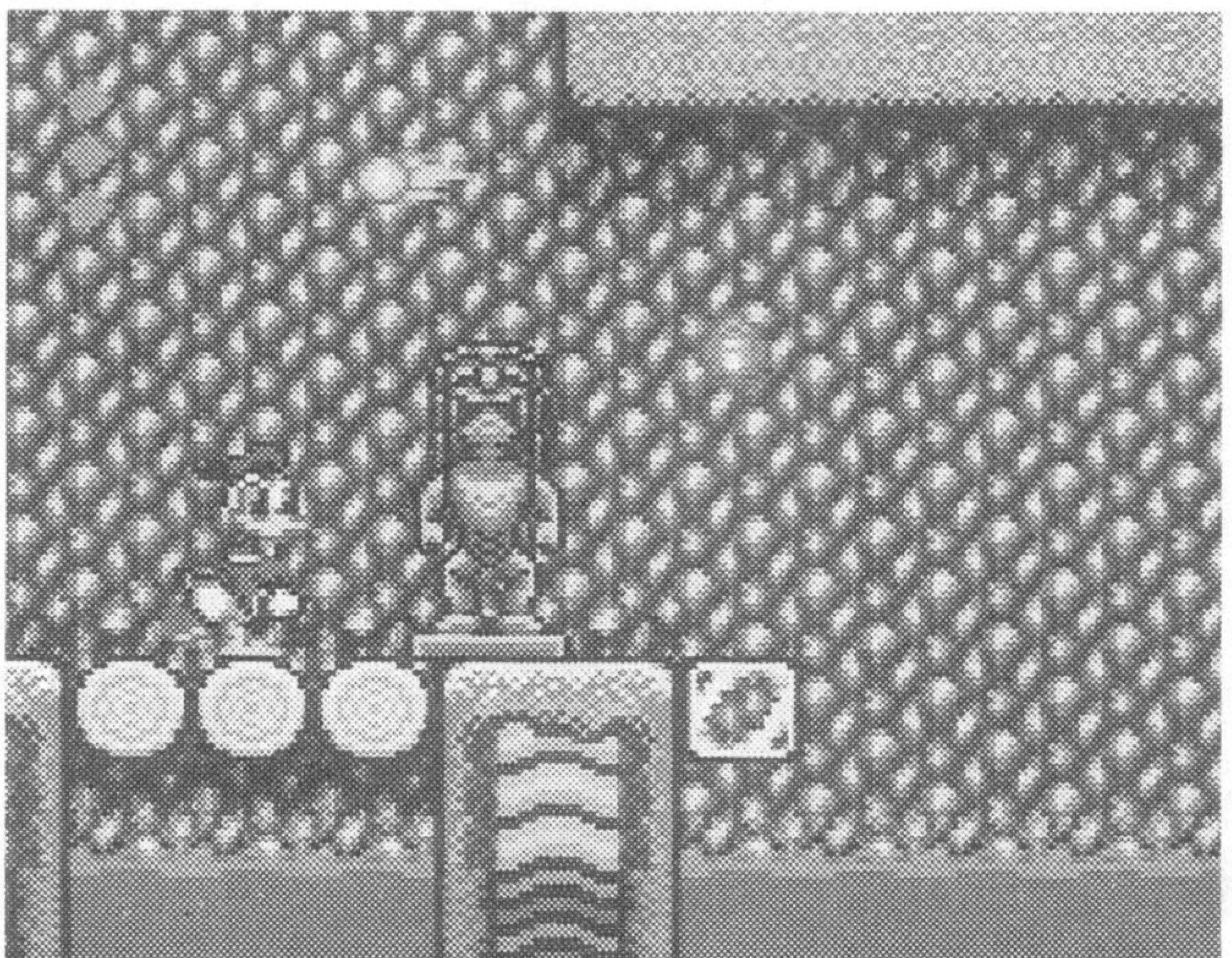
The Andes Mountains

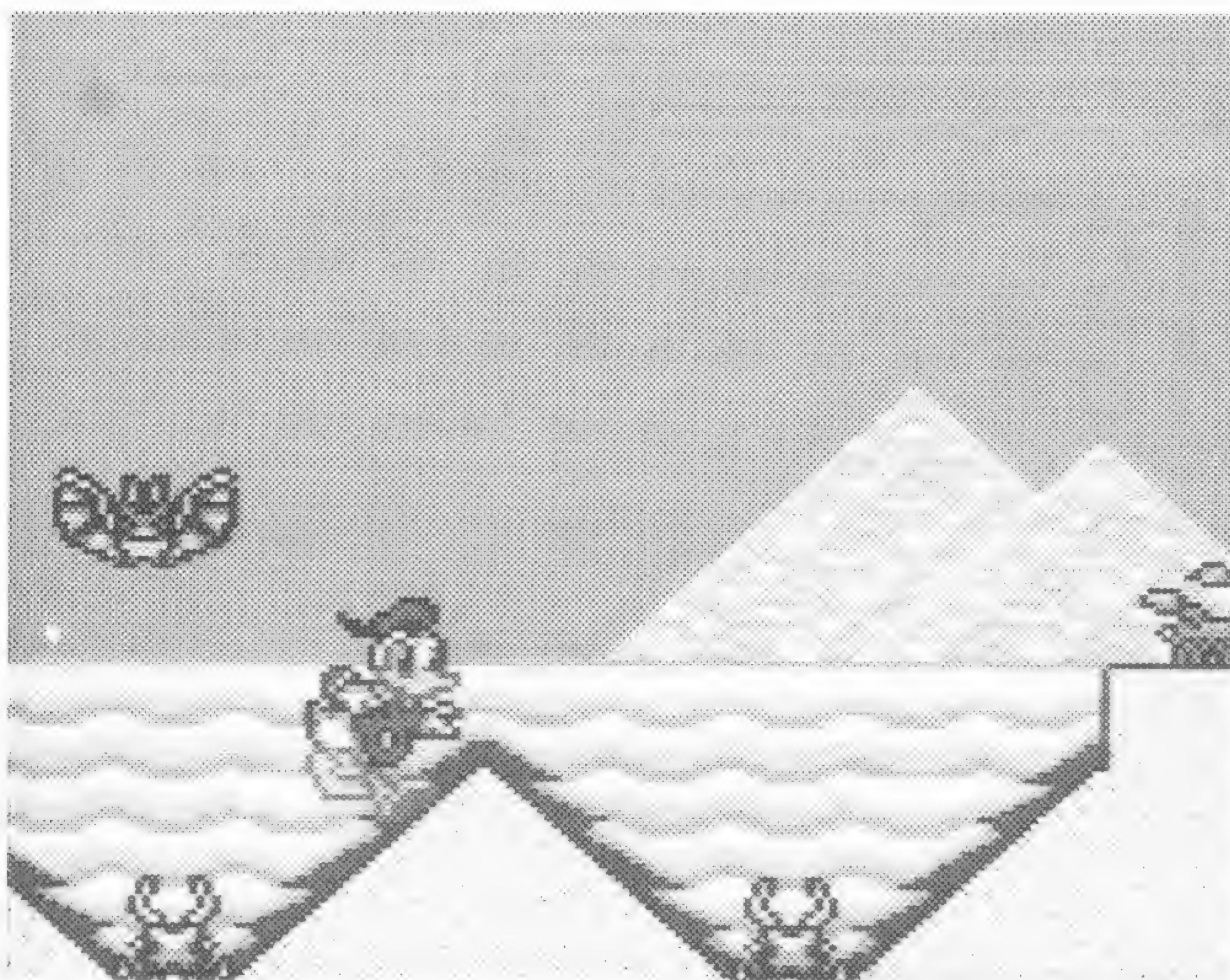
Club-throwing shamans and enchanted pots come your way – these towering mountains are threatening! Battling baddies on sky-high peaks will leave you breathless. The air's thin but you've gotta win!



The Tropical Isles

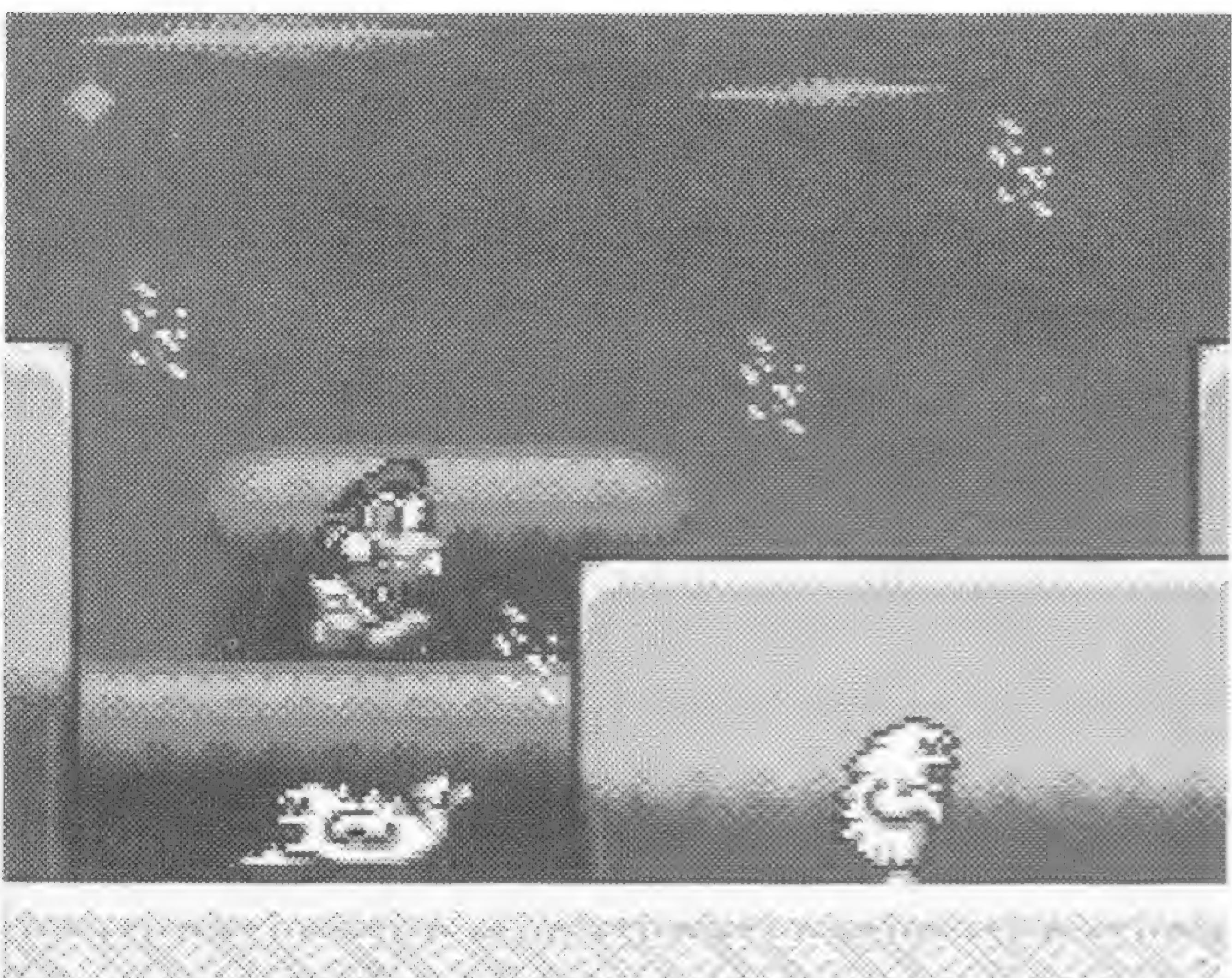
Brave crazed tribesmen and statues that spew forth red-hot flames. In the dark, dreary cave, dodge flying balls of fire and flapping bats. Be extra careful when crossing pools of hot, bubbly lava – if you trip, you're toast!





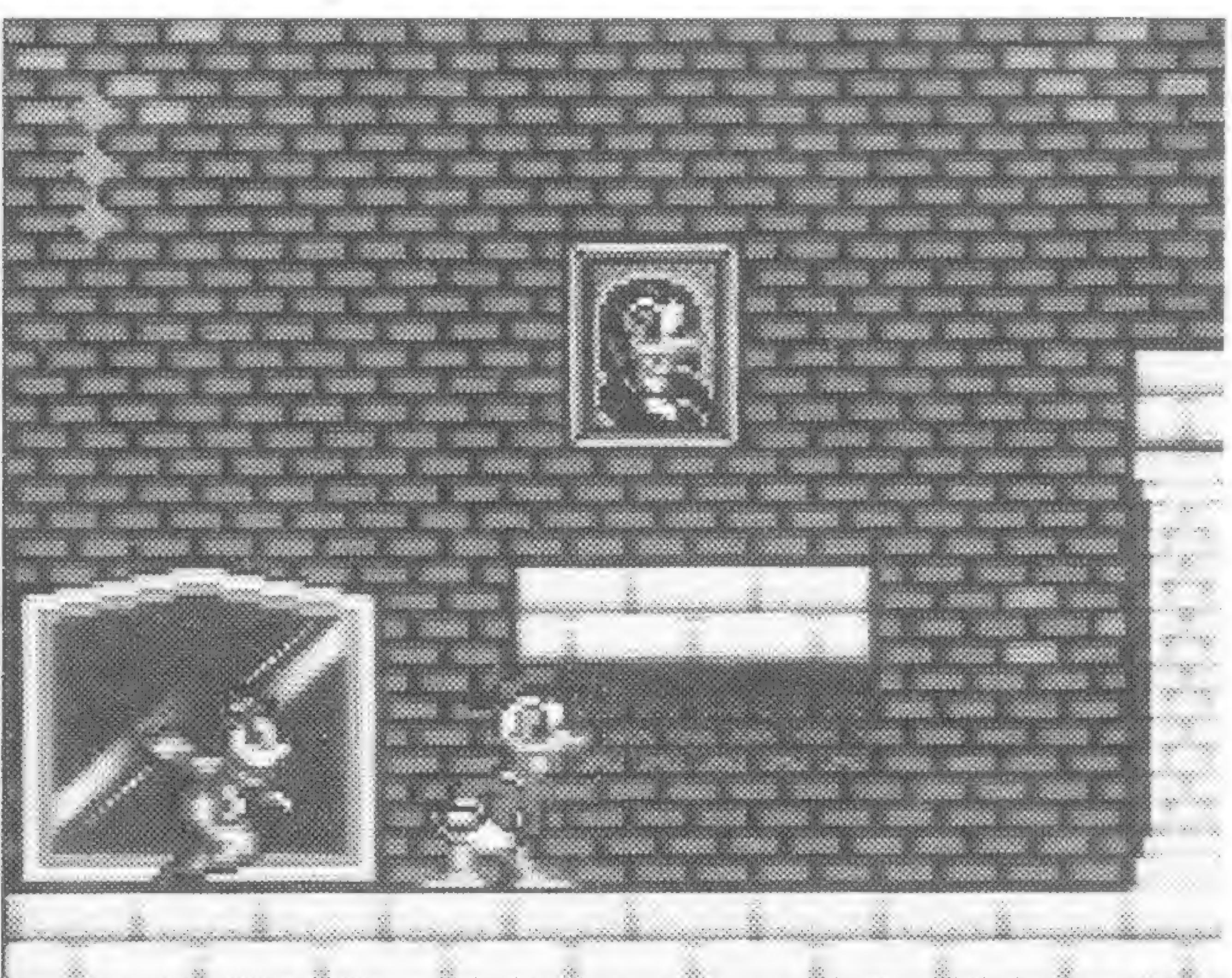
The Pyramids

More shadowy bats and deadly scorpions greet you in the dry desert. Keep jumping to escape the slippery sand traps. In the pyramid, dead mummies come alive and poisonous serpents lurk! This ancient maze is full of surprises!



The South Pole

Brrr! You're caught in a heavy snowstorm! Slide on chunks of ice and tackle vicious ice monsters. The snowmen in the freezing caves aren't as friendly as they look! If you survive this chilling stage, you're bound for Magica's castle!

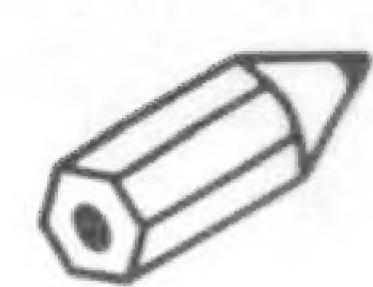


Magica's Castle

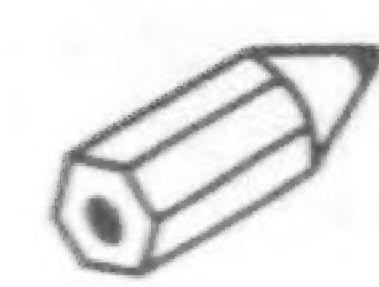
Skeletons in silk hats and tricky poltergeists. Haunted mirrors and spooky portraits. They're all out to get you! But you must go on! Magica's chamber is just a step away!

Dime-Hunting Hints

- Learn how all the different baddies move. It'll be easier for you to defeat them.
- Donald can reach high places by bouncing off baddies.
- Donald can't use the Hammer or the Flying Disks while swimming.



SCOREBOOK

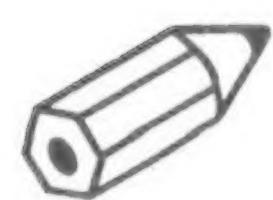


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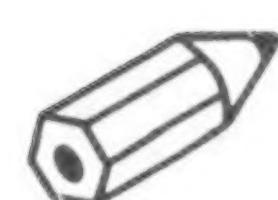
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SCOREBOOK



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Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Patents:

U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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